

SIX FISTED FIEND

Six Fisted Fiend **Level 23 Soldier**
Medium Immortal Humanoid, (devil)

Initiative: +19 **Perception** +22
HP 210; **Bloodied** 105
AC 39; **Fortitude** 35; **Reflex** 35; **Will** 35
Speed 7

Traits

Hex Kata

The Six Fisted Fiend can do opportunity attacks and free and immediate actions while dazed or stunned.

Standard Actions

⬇️ One Fist ⬆️ At-Will

Attack: Melee Basic 1 (one creature) +28 vs AC
Hit: 1d12 + 12 damage.

⬇️ Three Fists ⬆️ At-Will

Attack: Melee 1 (one creature) +27 vs AC, Reflex, and Fortitude
Hit: 1d12+12 damage. The attack hits if any of the three defences are hit. For each of the three defences hit past the first, the attack does +1d12 damage. For each defence hit, the target slides 1 and the fiend can shift into the square they left- this movement is applied as a single block.

Six Fists ⬆️ Recharge Special

Effect: Make two Three Fists attacks, each against a separate foe. Recharges when 'punishing block' is used.

Triggered Actions

Free Palm Trap ⬆️ At-Will

Trigger: The Six Fisted fiend does a standard action attack.
Effect (Free Action): One enemy targeted by the standard action can be marked until the end of the encounter, or until the six fisted fiend marks another target. Each of the fiend's six fists not used in the attack subtracts 1 from the speed of the marked target until the end of their next turn.

Punishing Block ⬆️ At-Will

Trigger: A creature marked by the Six Fisted Fiend makes an attack which does not include them as a target.
Effect (Immediate Interrupt): Six Fists recharges. The fiend shifts 6 and makes a One Fist attack as a free action. If the attack hits, one target of the triggering attack gains a +4 bonus to their defence against the attack.

Skills Acrobatics +22, Athletics +22, Endurance +21, History +21

Str 22 (+17); **Dex** 23 (+17); **Wis** 22 (+17)

Con 21 (+16); **Int** 20 (+16); **Cha** 20 (+16)

Alignment Unaligned **Languages** Common, Sernal

The Six Fisted Fiend is a tall, powerfully build red-skinned humanoid with six arms and a regal but infernal appearance. They fight empty-handed, but with enormous skill, using a dizzying array of blocks, punches, and open-handed strikes to send their enemies reeling, and protect their allies from attack. Using a unique style of martial arts, the Six Fisted Fiend is more than capable of taking on heavily armed opponents, turning their weapons aside with deft twists of wrist and palm, while lashing out with fist and hand from multiple angles. Far from a burden of source of clumsiness, their six arms work in perfect unison, weaving a deadly web of attack and defense.

The Six Fisted Fiend is a legend in the remote areas where they are said to dwell. It is unclear whether there is one such creature, or more, but more than one is never seen in the world beyond the wastelands where they make their homes. There, they tend ancient, crumbling monastery outposts, once the homes and chapter houses of an order of enlightened fighting monks. What became of the monks- and what the fiends had to do with their fate- is unknown, but the fiend are not likely to speak of such things. While they can be encountered peacefully, it is far more likely that they are faced on the field of battle- for what other business would these mysterious beings have with the other creatures of the world?

The Fiend rarely speaks, preferring to let their actions speak for them. They have few allies, and it is said that wherever a Six Fisted Fiend travels, they do so only in the strangest of company. They have been known to act as bodyguards for the most mystically powerful of the warlords that rule the blasted region in which the dwell, but even these mighty figures treat the Six Fisted Fiend with great respect. For their part, the fiend acts from a clear personal code of honor, and although there is little of mercy or restraint in it, tales tell of them sparing lives in certain circumstances. Heroes facing such a creature should not cling to the hope of such tales- and instead prepare themselves for the worst.

LORE

Arcana DC 24: All the information in the introduction.

Arcana DC 29: Hints and clues about the lost monastery of Shao Bai, including it's guardians, and rumors of the great tournament.

For use with the 4th Edition

DUNGEONS
DRAGONS
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,[®] Monster Manual,[®] and Dungeon Master's Guide[®] Player's Handbook[®] 2, Monster Manual[®] 2, Adventurer's Vault[™] core rulebooks, available from Wizards of the Coast, LLC

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TACTICS

The Six Fisted Fiend is an effective and resilient soldier, although they work best when focused on a single marked target. They are tough, resilient, and fast moving, and their mark can be easily applied, and near impossible to ignore. That said, they are at their best when they stay close to their mark, or move from their side only to strike at nearby targets of opportunity. Their Hex Kata combined with punishing block means they can return to their mark, and even prevent the triggering attack from striking home. This maneuver also recharges six fists, which is an effective off-controller attack, because even when it doesn't hit at maximum effectiveness, it can still inflict a square or two of slide, and give options for where to place a mark.

If the fiend has a weakness it is, perhaps fitting, their footwork. Immobilizing, prone, or slowing the fiend will spoil their reactions, and prevent them from using the mobility of their speed and immediate power. It is important to get the six fisted fiend 'on target' early on for this reason, but it also very much depends on the builds of the foes they face. If they do end up getting focused well- that's what soldiers are for, and they can use Six Fists to break up a group attack, knocking one opponent away, and following another out of the melee. It's best to consider the role of a defender in such a group attack- a fighter can be pushed away some forced movement, while other defenders might be harder to shake, and might be best to focus on.

Allies for the Fiend depend on the situation, but they benefit from controllers to help them influence the battlefield, and brutes and skirmishers to help them capitalize on their targets, or punish others for getting involved. Lurkers and Artillery in the xp budget run the risk of leaving the Fiend without enough direct support, and Leaders vary in use based on their powers- a leading granting bonus attacks is not that useful to the Six Fisted Fiend, but one boosting damage or movement can be very helpful, indeed. A Fiend can stand up alone in combat, but can't reliably pin down more than one foe- although they do that quite well. As a result, allies need to be able to manage the rest of the battle, while the fiend traps and neutralities a key foe like a striker or leader.

ENCOUNTERS

The Six Fisted Fiend is rumored to live in a remote, arid part of the world, or perhaps a similar wasteland on another plane of existence. The region is inhospitable, but also a vital trade route, making it prone to bandits and warlords who struggle to control key settlements along the great merchant's routes. The land is an ancient one, steeped in old, long forgotten magics, and the warlords and bandit kings who reign over it rise to their positions with a combination of skill, ruthlessness, and respect for the magics of the land. One of these mystical forces is the legendary Six Fisted Fiend- a creature, or perhaps a race of creatures, who dwell in the ancient ruined monasteries which reside along the now-abandoned northern pilgrimage roads which once dominated the region.

Little is known for sure, but there are tales of the ancient monastic era, and the coming of the fiends. Local legend has it that for centuries, the monks of the temple of Shao Bai protected pilgrims of their faith- and others- which journeyed through the region on sacred treks to holy sites on the other side of the wasteland. The Monks tended these roads as a sacred duty, but also used the trade and tariffs they collected to maintain the mighty monastery of Shao Bai, a fortress built into a remote mesa, where the monks guarded ancient mystical secrets.

Legends differ on what brought the monks to an end. Many support the most obvious theory- that they were attacked by the Six Fisted Fiends, an infernal race that coveted their secrets, who swept down from the sky and made war upon the monks, casting their monasteries into ruin, but in the process, finding themselves trapped on the mortal plane, unable to access the secrets they sought from the great vaults beneath Shao Bai. They linger to this day, only a few or perhaps only one surviving their war with the Monks, seeking mysteries only they know, in order to complete their victory.

But there are other tales, which suggest other truths. For those traveling in the region, seeking out the secrets of Shao Bai, or the grand tournament said to be held there, the secrets of the Six Fisted Fiends and the monks that preceded them are a mystery who's revelations may mean the difference between victory, and death.

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